

Title: Web Database for Chess Games

Author: Martin Postupa

Department: The Department of Software Engineering

Supervisor: RNDr. Martin Svoboda, The Department of Software Engineering.

Abstract: This work is about creating database for chess games. Purpose this work is lead user how to create, edit, erase and copy chess games. How to replay and find chess games and create scoresheet. Purpose this work is also saving this data into database and interpreting games. We are focus on write list of games and registration new users.

For solving big part of problems we use wall through chessboard array where is placed chessmen because it is amount to big part of tasks involved in creating games like creating scoresheet and adding correct chess moves. Therefore we accomplish bachelor work tasks.

Work contains function system for adding chess games. System encompasses basic function for work with chess games and showing games list. There is function for verification remaining moves of games. This function check correct chess move in linked with chess laws.

Benefit of this work is enrichment for web databases for chess games system, where adding games only users and it have potentiality to come one of the biggest database of chess games, because there can be more than thousands users who adding chess games.

Keywords: MySql, PHP, JavaScript, Chess